NICKELODEON MOVIES PRESENTS

THE SPIDERWICK CHRONICLES™

EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

SIERRA®

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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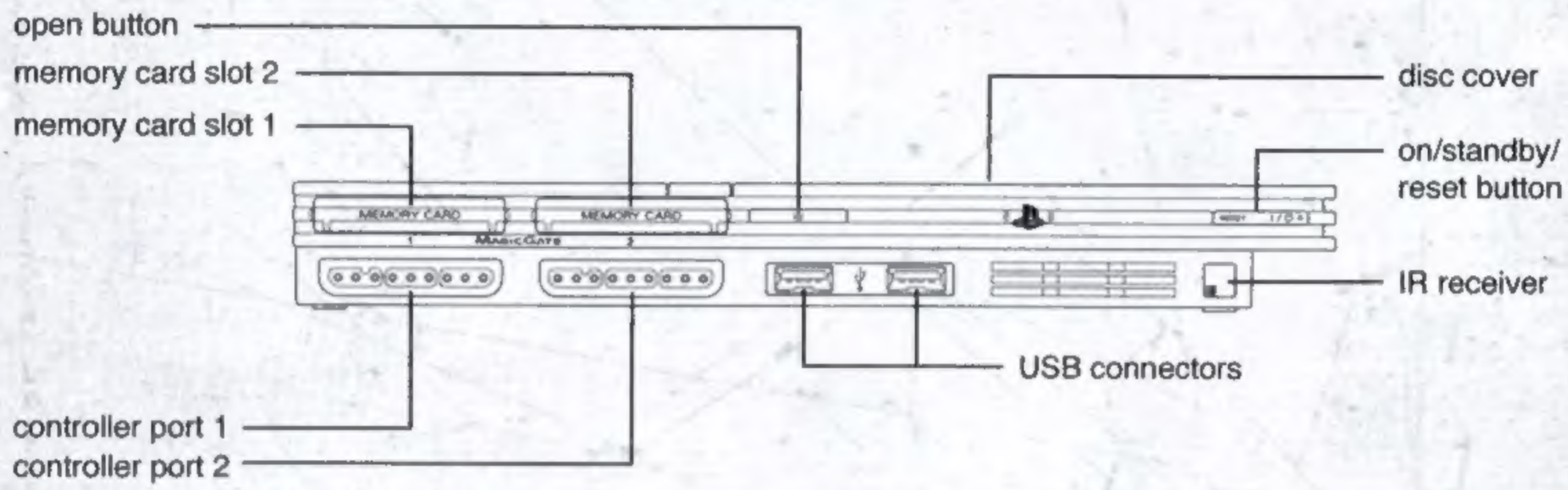
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert *The Spiderwick Chronicles*™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

You may save your progress while playing *The Spiderwick Chronicles*. In order to do so, you must have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1 of your PlayStation®2. Game data can only be loaded and saved to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. Do not insert or remove a memory card (8MB)(for PlayStation®2) while the game is attempting to load or save data.

START button	Activate the Pause Menu
Left analog stick	Movement
Left analog stick (Wiggle)	Shake off Enemy
Alternate Left and Right analog sticks Up/Down	Use Dumbwaiter, Climb Roof
Right analog stick	Control Camera
⊗ button	Attack/Fire/Scurry (Thimbletack)
⊗ button (HOLD then Release)	Charge Attack
◎ button	Interact with World/Character
▣ button	Evade/Scurry (Thimbletack)

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

● button + Left analog stick	Directional Evade
△ button	Trigger current Sprite Power
L1 button	Change between Weapon and Net
L2 button	Cycle through available Sprite Powers
R1 button	Enter Ranged Weapon Mode
R2 button	Center camera behind player character's back
→ directional button/ ← directional button	Change between Weapon and Net
↓ directional button/ ↑ directional button	Cycle through available Sprite Powers

RANGED WEAPON MODE (HOLDING DOWN R1)

Left analog stick	Look/Aim
⊗ button	Quick Fire Current projectile
⊗ button (HOLD to charge then Release to fire)	Charge Current projectile
L1 button	Cycle through available Ammo
➡ directional button/ ⬅ directional button	Cycle through available Ammo

PAUSE MENU CONTROLS

L1 / R1 button	Turn page to a new section
Left analog stick Up/Down or ⬇ directional button/ ⬆ directional button	Change highlighted menu item
Left Analog Stick Left/Right or ➡ directional button/ ⬅ directional button	Change current page side
⊗ button	Select the currently highlighted item, Confirm
◎ button	Exit Submenu, Exit Pause Menu
START button	Close the Pause Menu

SPRITE PAINTING MINI GAME

Left analog stick	Move the brush
⊗/▣ button	Paint with the brush
◎ button	Quit Painting

PLAYING THE GAME

MAIN MENU

New Game – Start a new *The Spiderwick Chronicles* game

Load Game – Load a saved game

Options – Change game settings

Extras – View credits and extra content

Multiplayer – Play multiplayer mini-games

OPTIONS MENU

CONTROLS AND GAMEPLAY

Controls – View Controller Layout

Invert Camera "y" Axis – Swaps the vertical tilt of the camera in relation to the right analog stick. Up = Tilt upward; Down = Tilt downward

Invert Camera "x" Axis – Swaps the horizontal pan of the camera in relation to the right analog stick. Right = Clockwise; Left = Counterclockwise

Audio – Adjust Voice Volume, Music Volume, Sound Fx Volume, and Ambience Volume

Video – Enable/disable Progressive Scan display

Vibration – Enable/Disable Controller Vibration

OVERVIEW

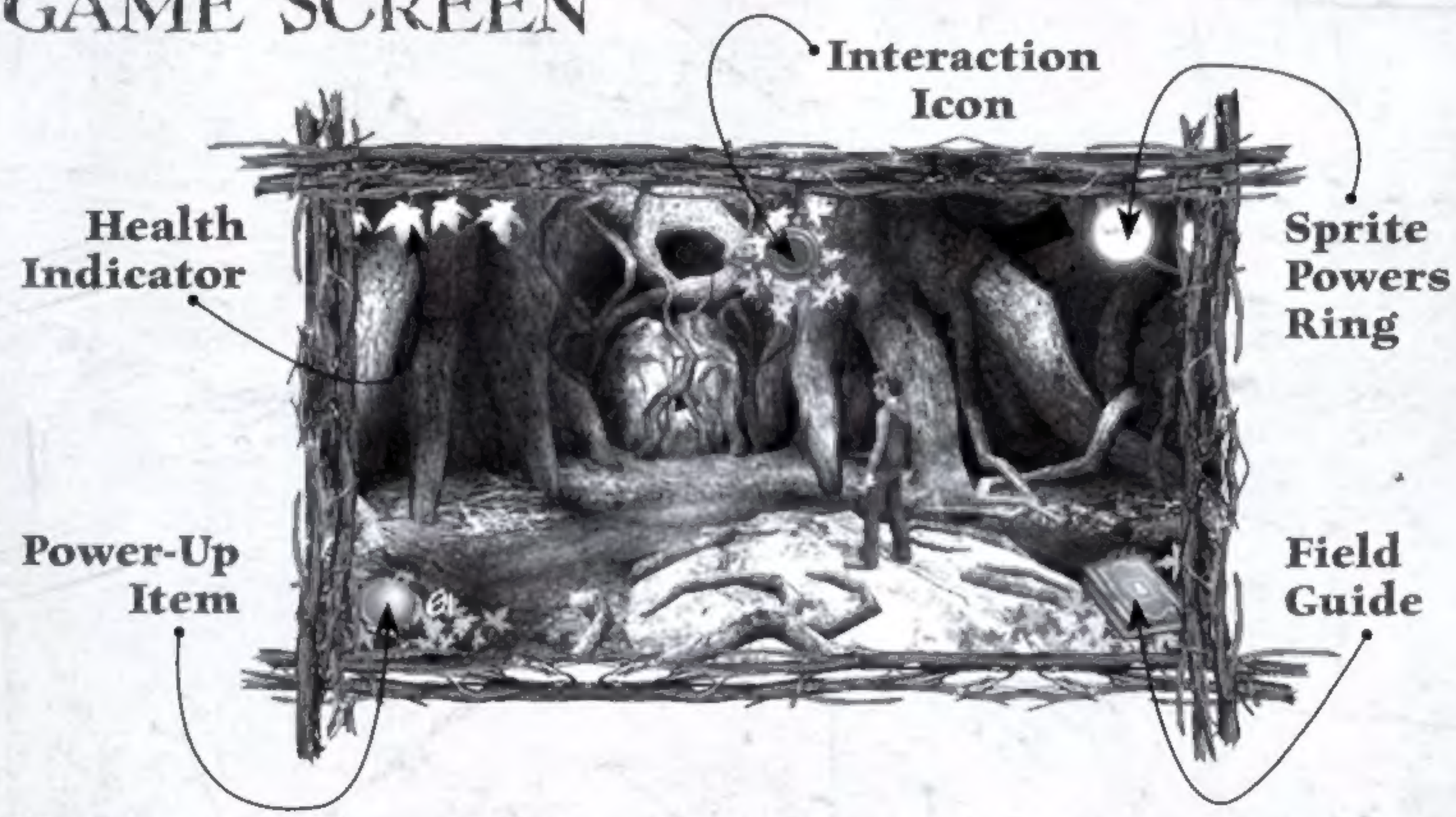
Take on the roles of Jared, Simon and Mallory Grace as they discover *Arthur Spiderwick's Field Guide to the Fantastical World Around You*, a magical book that documents an unseen world containing both wondrous and dangerous faerie creatures. Using the unique abilities of each child, you will battle hordes of Goblins, capture Sprites and solve puzzles as you explore the world of *The Spiderwick Chronicles.*

As the Grace Children and the tiny Brownie Thimbletack, you will explore every nook and cranny of the Spiderwick Estate and the surrounding woods in freeform gameplay, leading to a final confrontation with the Ogre Mulgarath.

THE WORLD OF THE SPIDERWICK CHRONICLES

To progress through the story, you must complete the current Chapter Quest (listed first on the Quest Page in the Pause Menu). Optional Side Quests can also be completed to upgrade your weapons and attacks, and add new pages in the Field Guide. Try to find all the Sprites and fill all the pages in the Field Guide for a special ending!

GAME SCREEN



Health Indicator – Shows how much health you have remaining.

Field Guide – Appears when something has changed in the Field Guide or Journal. Press START to view these items in the Pause Menu.

Sprite Powers Ring – Shows which sprite powers you currently have.

Interaction Icon – Appears when you can interact with something in the world.

Power-Up Item – Appears when you pick up an item, and shows how many you have.

INTERACTING WITH THE WORLD

As you explore, things in the world you can interact with are highlighted with one of four symbols (press the ◉ button when close to trigger the action):

Eye – Look or Read

Hand – Take, Use or Activate

Item in Hand – Give or Place

Arrow – Leave current area

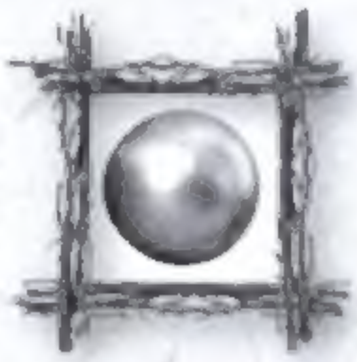
Other interactions will occur automatically. Simply run towards an edge to jump, or push against a ladder or pole to climb it.

PICK-UP ITEMS

To complete many Chapter Quests and Side Quests, you will need to collect and use many every day objects you find in the world. You can also collect the following special power-up items:

Goblin Teeth – Use to unlock new attacks and combos

Ball Bearings – Powerful ammo for Jared's slingshot



Gobstones – Grenade-like magical stones Simon can throw

Faerie Fruit – Used by Simon to lure tricky Sprites; used by Thimbletack to heal himself

SPRITE COLLECTION

The first time you capture a new Sprite, you will need to record it in the Field Guide. Some Sprites can be easily caught with the Sprite Net, but others will require you to attract them with Faerie Fruit or by completing challenges.

Once you net a Sprite, the Field Guide page appears with a paint brush icon. Hold the ✕ button to paint and fill in the image of the Sprite. Hurry to finish before the time expires and the Sprite flies away!

Once a Sprite is successfully recorded, you can use its power with the △ button. You can only carry three Sprites at a time, but any Sprite can be re-captured at its original location after its power has been used.

HINT

If you collect and record two different Leatherwing Sprites, your maximum health will increase.

There are several of each type of Sprite in the world. If you capture and record several of the same kind of Sprite, its power will be upgraded.

CHECKPOINTS & SAVING

As you play, the game will automatically record your progress at various points along the way. If you die, you will restart at the most recent checkpoint you passed. When you exit the game, you have the option to save, which will allow you to restart later from the last checkpoint crossed.

THE FIELD GUIDE & JOURNAL

Press ► START at any time in the game to access the Pause Menu, where you can read Jared's Journal as well as *Arthur Spiderwick's Field Guide to the Fantastical World Around You.*

The Pause Menu is divided into the following sections:

Options Page – Allows you to Quit the game or change option settings

Quest Page – Lists active quests and current tasks

Character Page – Shows your current player's attacks, Sprite Powers and Power Ups

Field Guide Pages – A growing collection of pages about the Fantastical World. New Field Guide pages appear when Sprites are recorded and when various Chapter Quests and Side Quest are completed. Can you complete the entire Field Guide?

ENEMIES

Goblins – These nasty creatures travel in dangerous packs and will attack on sight.

Bull Goblins – A larger and fierce type of Goblin that throws rocks at you from a distance. Avoid its ram charge, or counter it with a well-timed attack.

Changelings – Encountering a Beetle Mimic in the wild causes it to turn into this sinister copy of you. Defeating it allows you to capture the Beetle Mimic Sprite.

Fire Salamanders – They explode when stepped on (or shot), but can be doused with tomato juice.

Redcap – The leader of the Goblins, and Mulgarath's second-in-command.

River Troll – This hungry troll lives in the river. Feed him Goblins to pass.

Land Troll – Running is the only option when you encounter this fearsome troll!

Mulgarath – This evil Ogre plans to take over the world by using the secrets contained within the Field Guide.

FAERIES

There are ten types of Faeries that live in the area surrounding the mansion:

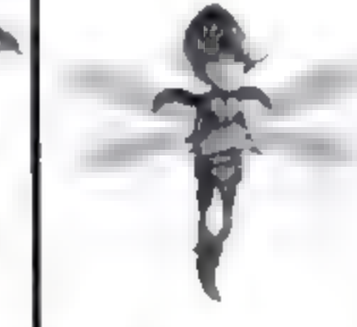
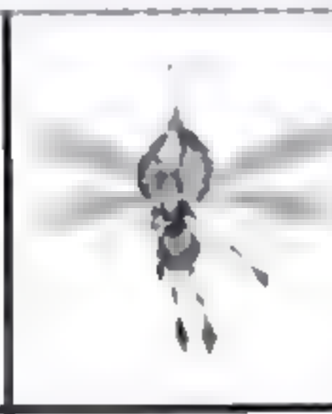
Image					
Type of Sprite	*Leatherwing Sprite*	*Royal Orchid Sprite*	*Will-o-Wisp*	*Flower-Winged Sprite*	*Flower-Head Sprite*
Power	*Heal*	*Toadstool Ring*	*Distraction*	*Speed Boost*	*Whirlwind*

Image					
Type of Sprite	*Bellflower Sprite*	*Pondskater Sprite*	*Beetle Mimic Sprite*	*Stray Sod*	*Sprout Sprite*
Power	*Damage Boost*	*Invulnerability*	*Changeling*	*Gobstone (Reward)*	*Faerie Fruit (Reward)*

MULTIPLAYER

As you play through the single-player game, you will unlock mini-games that can be played on your own or with a friend on the same console. To play these games, select **Multiplayer** from the Main Menu.

The International Sprite League tournaments challenge you to capture sprites and fight off enemies. The player with the highest score at the end of the game wins!

TIPS & HINTS

- Refer to the Quests page in the Pause Menu if you don't know what to do next.
- Use Sprite Powers to survive difficult situations or to solve puzzles.
- Collect as many Goblin Teeth as you can to power-up your attacks.
- Some quests can only be completed by a specific character. After the story is complete, you can switch characters whenever you like as you try to complete the remaining side quests.

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Jim, Denise & Stephanie Grant
Miguel & Jonah Figueroa
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Susan McKinley Ross
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James Payne
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and
"Krazy Karl"

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LUCINDA'S SECRET

THE IRONWOOD TREE

THE WRATH OF MULGARATH

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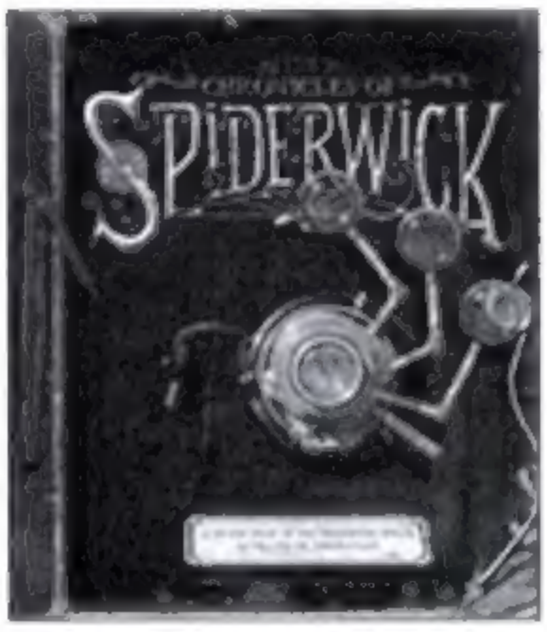
ARTHUR SPIDERWICK'S FIELD GUIDE TO THE FANTASTICAL WORLD AROUND YOU



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Their World Is Closer Than You Think

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